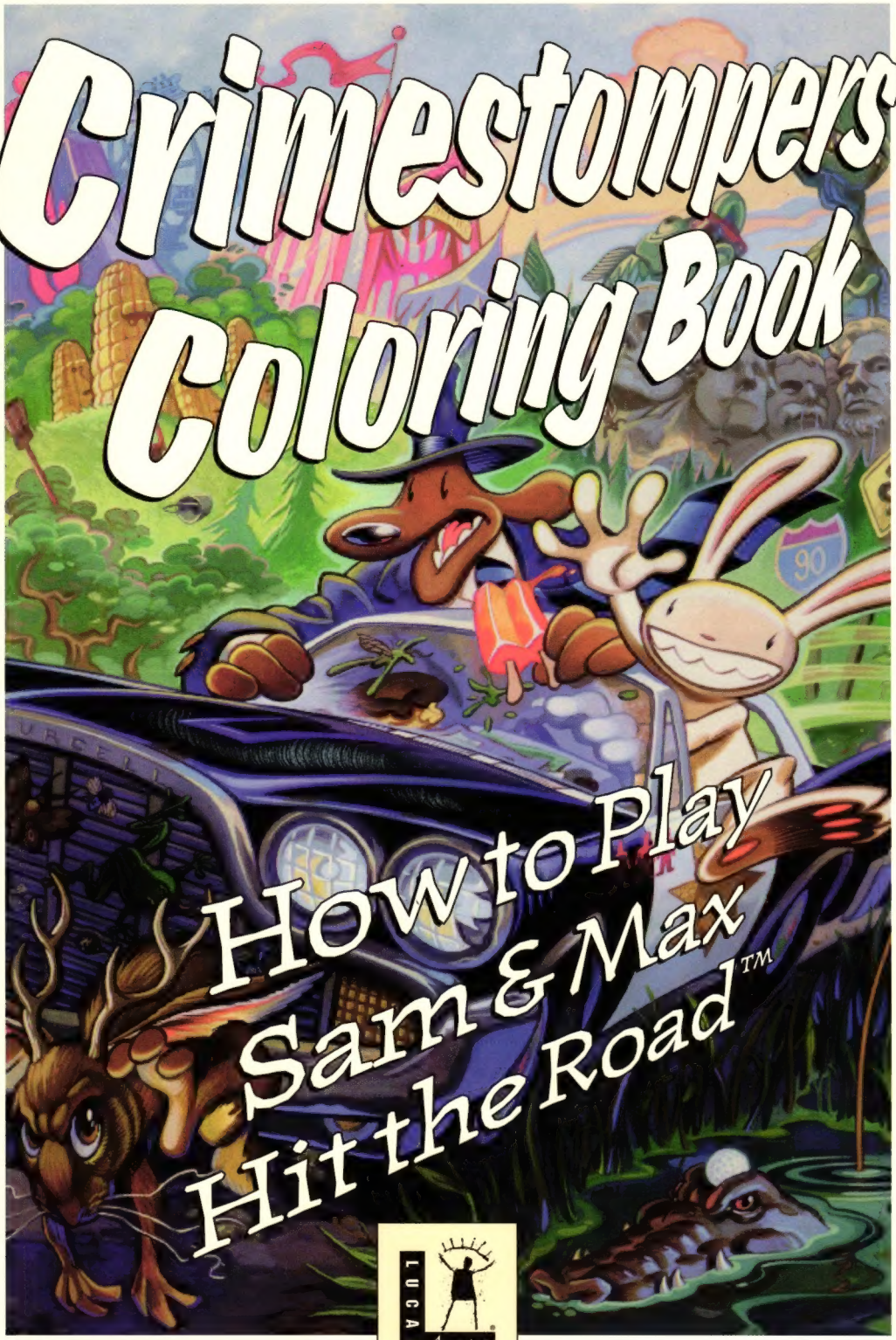

Crimestompers'
Coloring Book
How to Play
Sam & Max
Hit the Road™
90
LUCAS
Arts


A SAM & MAX ARTSY-CRAFTSY BIT OF TIME-WASTING NONSENSE!
HOW 'BOUT A LOVABLE PAPER BAG MAX-HEAD PUPPET?
HUH? HOW ABOUT IT?
WAAHK WAAAHK
I LIKE IT!
I'VE GOT ONE, AS DO ALL THE PEOPLE I RESPECT AND ADMIRE. AND YOU'LL NEVER KNOW HOW GLAD I AM ABOUT IT.
HERE'S HOW:
CUT THESE SHAPES OUT OF WHITE CONSTRUCTION PAPER.
DRAW MAX'S ADORABLE FEATURES AND THE INSIDE OF HIS GAPING MAW ON THE BAG(IF YOU FEEL AMBITIOUS, YOU CAN INCLUDE EVERYTHING MAX MAY HAVE EATEN IN THE LAST 24 HOURS).
GLUE THEM ONTO A PAPER LUNCH BAG IN A FACE-LIKE CONFIGURATION.
USE IT TO COMMUNICATE IDEAS AND CONCEPTS TO PEOPLE OF OTHER LANDS! MAX'S TERRIFYING HEAD IS A UNIVERSAL SYMBOL OF SOMETHING OR OTHER, I THINK.
MAKE A BUNCH AND USE THEM TO PUT ON TWISTED PUPPET SHOWS FOR THE NEIGHBORHOOD KIDS WHICH WILL AFFECT THEM LATER IN LIFE!
KEEP ONE IN YOUR FIRST-AID KIT AND DON'T FORGET TO KEEP A SPARE IN THE FAMILY CAR! OKAY?

About Sam & Max Hit the Road™

Welcome, Crimestompers! Before we hit the road with Sam & Max™ in pursuit of hyperthyroid thugs and sinister Sasquatch-nappers, you need a few facts on the case from the files of the Freelance Police:

It started simply enough with a call from the Commissioner. Soon Sam & Max were screaming down the highway (they have to scream since their siren broke) to the Kushman Bros. Carnival, where they learned that Bruno the Bigfoot and Trixie the Giraffe-Necked Girl had disappeared. They soon discovered this was part of a larger pattern of bigfoot disappearances, and all the clues would take them on a meandering romp across tacky U.S. tourist traps.

Solving this case is up to you! You direct the actions of Sam & Max, tearing down the road with mayhem on their minds and Corn Duds™ on their breath, on a peril-fraught mission to make the world safe for Sasquatches and sentient mammals everywhere!

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might want to solve another puzzle first, find and use a new object, or highway surf for a while. Stick with it and use your imagination... you and the Freelance Police *will* eventually bag your perpetrator!

Copy Protection

When the game first starts, Sam & Max are frantically searching through their wardrobes to find appropriate outfits. After you press a key, you will be directed to dress one of them. Find the appropriate page in the manual, then click on the arrows to find the appropriate items of clothing for the appropriate character. As you click on each item, it will be magically transferred to Sam's or Max's body. When you have finished dressing your character, press the big red button. If you get it wrong, you will have one chance to try again.

Don't lose your manual! Without it, you won't be able to play the game. If you lose the manual, you may purchase another by mailing in your reference card and a check or money order for $7.50 (U.S. funds) to LucasArts Entertainment Company; P.O. Box 10307; San Rafael, CA 94912. Of course, if you have lost your manual, you have also lost this information. For your convenience, it also appears in the README file.

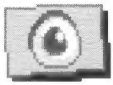
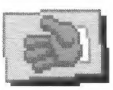
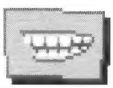


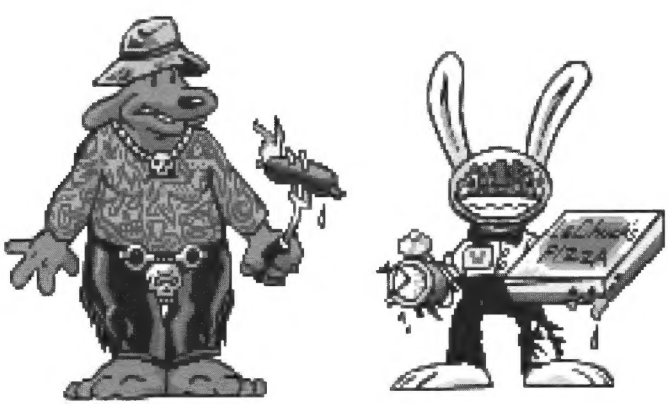
Playing the Game

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer.

As the story opens, Sam & Max are hanging out at their office when the phone rings . These non-interactive sequences are known as "cut-scenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Sam & Max deliver the goods in Bosco's Market. When you are viewing a cut-scene, you do not direct the action.

You begin directing Sam's actions as soon as the phone call is over. Max sort of does his own thing and follows along. If you **have** played an adventure game before, you may be saying, "Where's my inventory? Where's my interface?" Don't worry. We wouldn't leave you without an interface or inventory. Start clicking the right mouse button to cycle through the various verb icons:

Verb Icon	Function
	Go in/out of inventory box
	Look at
	Cannot look at
	Pick up
	Cannot pick up
	Talk to
	Cannot talk to
	Use
	Cannot use
	Walk (default)
	Stand still
	Use Max



These verb icons are also located in the inventory box (except the "walk" verb).

If you run any of the verb icons over a "hot spot" on the screen, the icon will animate. For example; move the closed eye icon over the TV set in the office. The eyeball will open. Now click your left mouse button and see what happens. Try the "use" icon with the TV.

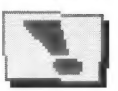
To pick up an item, click the right mouse button until the pick-up icon comes up, and then click the left mouse button on the object you wish to pick up. The cursor will then become the object and you may then place it in your inventory box. You can also use an object in your inventory either with another inventory object or with an object on the screen.

The Max verb icon has a special function, as it enables Sam to enlist Max's help at certain points in the game. With the "Max" cursor, click on any object (inanimate or animate) that you think needs Max's help.

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone Sam & Max meet will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. You may even have more than one question to ask certain characters. To talk with characters, right click through the cursor options until you see the mouth, or TALK TO option. Move it to the character you wish to talk to, and, when the mouth opens, left click on the character.

During a conversation, you select what Sam may say by choosing icons.

Dialogue Icon	Function
	Question
	Declaration
	Non-sequitur
	Stop

You may also see other icons on the dialogue icon line. These represent subjects for conversations. For instance, if Sam is talking to someone and you click on the Bruno the Sasquatch icon, Sam will ask about Bruno.





Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue function. After all, you're playing this game to have fun, aren't you? Well, aren't you?!?!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F1 or F5 on most computers – see your reference card for more information).

To load a game you have saved, use the Save/Load Game function key any time after *Sam & Max Hit the Road* has started.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played *Sam & Max Hit the Road* several times (and who wouldn't), you may want to use this function to skip over scenes you have seen before.

To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period "." on most computers) to clear the line and proceed (this does not work if the characters are speaking in digitized voice).

Use the keys indicated on your reference card to adjust the music volume (hard brackets – [and] – on most computers) and the digital sound volume (semicolon – ; and apostrophe – ' on most computers). If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level.

To quit the game, press the key combination indicated on your reference card (Alt-X on most computers). If you plan to return to the game you're presently playing, remember to save the game before quitting.

Screen Savers

Don't panic if you get up to answer the phone and when you come back it looks as if your screen is melting or has been invaded by tiny Sams & Maxes. We have included as a ***special free feature*** a number of entertaining screen savers to protect your monitor. Merely click your mouse, and everything should return to normal. If not, *then* you can panic.





NORMAL INTERFACE KEYS:

w - cursor changes to walk-to
t - cursor changes to talk-to
u - cursor changes to use
p - cursor changes to pick-up
l - cursor changes to look-at
o - if there's an object on the cursor cycle, the cursor will change to it
e - if there's an object on your cursor, sam will look (eyeball, if you will) at it. (this saves the trouble of having to put objects back in the inventory to look at them)
i - toggle inventory off and on
d - cycle cursor forward through the inventory
a - cycle cursor backward through the inventory
s - jump cursor to end of inventory
z - jump cursor to start of inventory

GENERALLY USEFUL KEYS:

b - flip game in and out of film noir (black & white) mode
v - flip game in and out of dummy verb mode, where verb cursors have names under them.
q - quits mini-games (Wak-A-Rat,™ Hiway Surfin',™ CarBomb,™ etc.)
-/= - decrease/increase text speed
[/] - decrease/increase music volume
;/' - decrease/increase sfx volume
"esc" - bypass cut scenes (where applicable)
. *(period)* - skips text speech
f1 or **f5** - save/load game
f8 - restart game
ctrl-c or **alt-x** - quit (without saving)
ctrl-v - displays the version number
spacebar - pause game

Our Game Design Philosophy

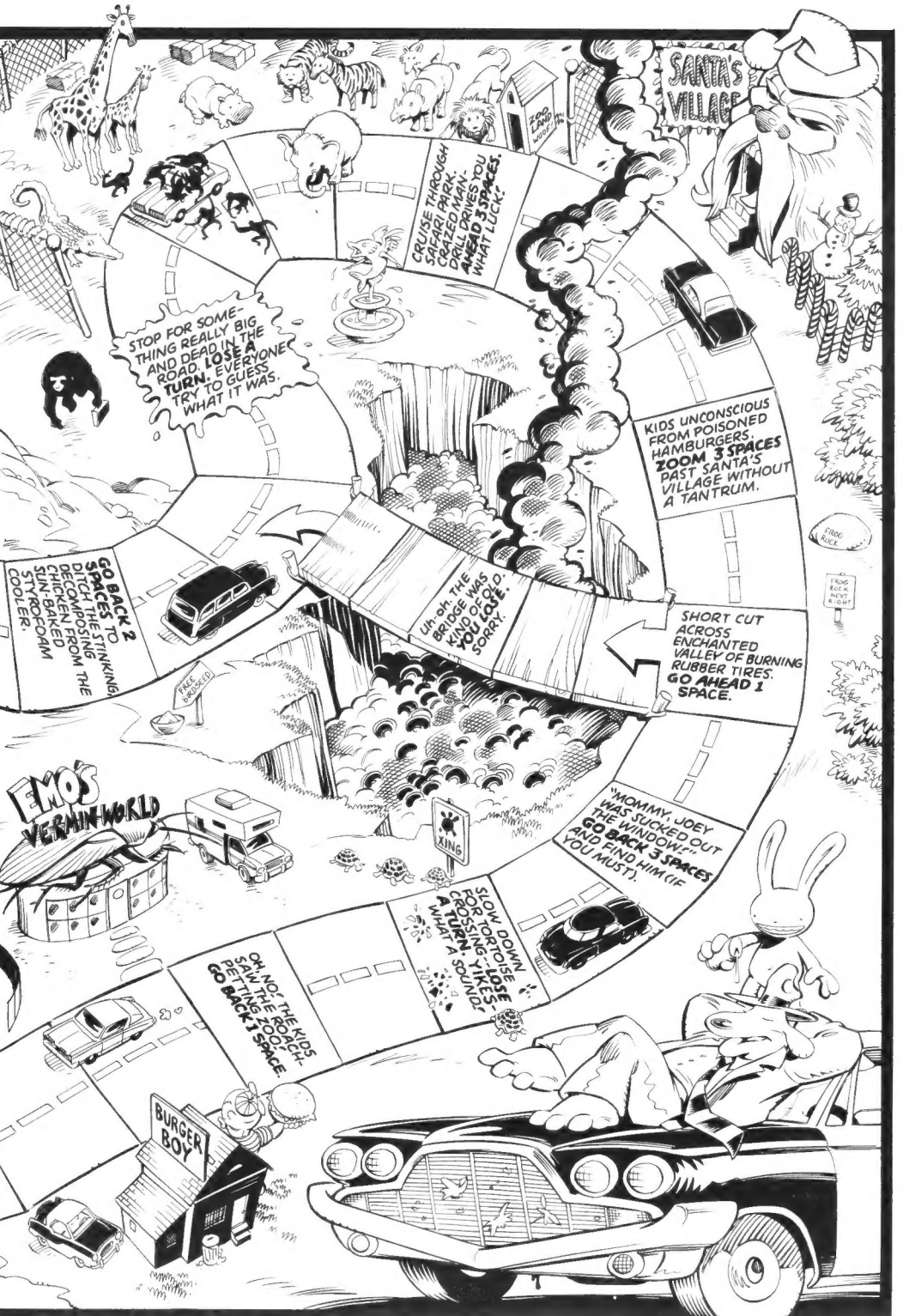
We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the story, not typing in synonyms until you stumble upon the computer's word for a certain object.






SAM & MAX
HIT the ROAD
THE THRILL-PACKED AND COMPLETELY UNRELATED OFFICIAL BOARDGAME
WHAT'S MORE FUN THAN A ROAD TRIP WITH YOUR FAMILY?! LICKING A STOAT?
GIVE THIS GAME TO THE SHRIEKING RUG RATS IN THE BACK SEAT TO SHUT THEM THE HELL UP FOR ABOUT FIVE MINUTES.
-MOVE COUNTERCLOCKWISE AROUND THE BOARD.
-DON'T HAVE ANY DICE? WHEN IT'S YOUR TURN, USE THE LAST NUMBER OF THE LICENSE PLATE ON THE NEXT PASSING CAR.
-USE CRACKERJACKS OR CHEEZ-IT FRAGMENTS FROM DOWN THE BACK OF THE SEAT FOR BOARD MARKERS.
- SHUT UP AND PLAY!
START
YOU WIN! YOU GET TO SLUG THE LOSER IN THE ARM AS HARD AS YOU CAN!
ALMOST HOME, BUT YOU LEFT THE CAR BACK AT SNUCKEY'S. YOU DOPE! GO BACK 3.
SNUCKEY'S! SNUCKEY'S! STOP HERE! YOU'VE GOT TO STOP HERE! C'M'N, NOT SURE WHY.) LOSE A TURN.
Snuckey's
Snuckey's
GET GAS--LOSE A TURN AND DON'T TOUCH ANYTHING IN THE REST ROOM.
ICE CREAM
REDFELLOW DINER
GO BACK 2 SPACES FOR DRIED-UP LITTLE DONUTS AND WARM SODA.
MOM'S MAX MUSEUM
DAD SAYS: "I CAN REACH YOU KIDS FROM HERE!" HE DOES, AND DRIVES THE CAR OFF THE ROAD. LOSE 1 TURN.
HA! DOZING CHILDREN IN THE BACK SEAT DON'T NOTICE FOSTER'S FREEZE. GO AHEAD 3 SPACES.
MOM HAS TO STOP AT THE "REST AREA" AGAIN. LOSE A TURN.


SANTA'S VILLAGE
CRUISE THROUGH SAFARI PARK. CRAZED MAN-DRILL DRIVES YOU AHEAD 3 SPACES. WHAT LUCK!
STOP FOR SOMETHING REALLY BIG AND DEAD IN THE ROAD. LOSE A TURN. EVERYONE TRY TO GUESS WHAT IT WAS.
KIDS UNCONSCIOUS FROM POISONED HAMBURGERS. ZOOM 3 SPACES PAST SANTA'S VILLAGE WITHOUT A TANTRUM.
FROG RICE
FROG ROCK NEXT RIGHT
SHORT CUT ACROSS ENCHANTED VALLEY OF BURNING RUBBER TIRES. GO AHEAD 1 SPACE.
Uh-oh. THE BRIDGE WAS KIND OF OLD. YOU LOSE. SORRY.
FREE BRIDGE(!)
GO BACK 2 SPACES TO DITCH THE STINKING DECOMPOSING CHICKEN FROM THE SUN-BAKED STYROFOAM COOLER.
EMO'S VERMIN WORLD
XING
"MOMMY, JOEY WAS SUCKED OUT THE WINDOW!..." GO BACK 3 SPACES AND FIND HIM (IF YOU MUST).
SLOW DOWN FOR TORTOISE CROSSING--LOSE A TURN. YIKES! WHAT A SOUND!
OH, NO! THE KIDS SAW THE DOG! PETTING ZOO! GO BACK 1 SPACE.
BURGER BOY

A Few Helpful Hints

Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are, there will be a connection that will put you back on track.

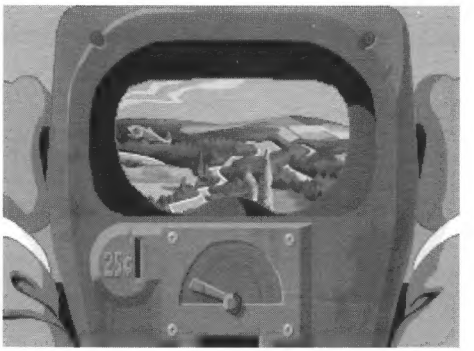
If you want to speed up game play, you can order a hint book from LucasArts Entertainment Company. In the United States and Canada: 1-800-STAR-WARS (1-800-782-7927).

If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334) in the United States only. The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

If you need technical assistance, refer to the Troubleshooting Guide on your reference card or call 1-415-721-3333. We're sorry, but absolutely no hints can be given on this line.

Using Binoculars

Any good detective should know how to use binoculars, especially the electric kind you find in tourist hangouts. You never know when you will want to



track down a miscreant in a Winnebago. Once you have made sure that the binoculars are in good operating condition, look through them. You will see a needle like the one under the screen picture below. When the needle is at dead center, the binoculars will stop. You can speed up or slow down the binoculars by using the right or left mouse buttons. Click on the right or left side of the needle to switch direction. Happy peeping!

But Wait! That's Not All... Perceptive Crimestompers Discover Hidden Games!!!

Because Sam & Max believe crimestomping should be fun, as an extra added additional bonus at no extra added additional charge, we have included a decorative assortment of





entertaining mini-games. Here are some instructions and hints for these added diversions. Press "Q" to quit any mini-game.

WAK-A-RAT™ At the carnival

Experienced rat-whackers know to click on the hole as the rat is on the way up, not down. 20 rats whacked win you a keen prize!

HIWAY SURFIN'™

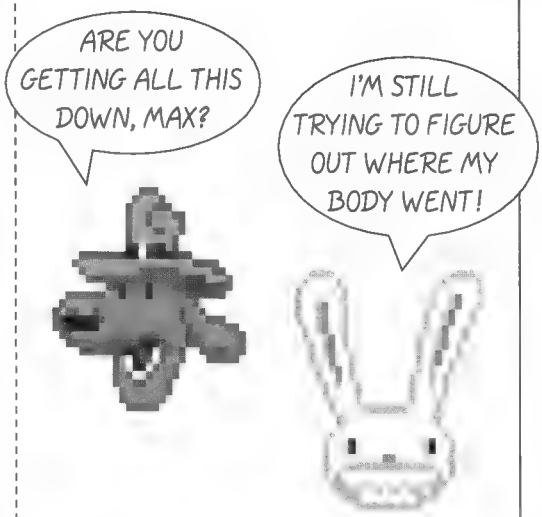
Southwest corner of map

Use the right mouse button to change lanes, the left mouse button to jump. Jump as many highway signs as possible.Scoring is 5 points for jumping over a sign. If Max jumps off the top of a sign he gets 20 points. If he jumps off several signs in a row, 20 points are added with each new sign, (40 for the second, 60 for the third, etc.) Crashing into them loses time for Max.

GATOR GOLF™

Southeast corner of map

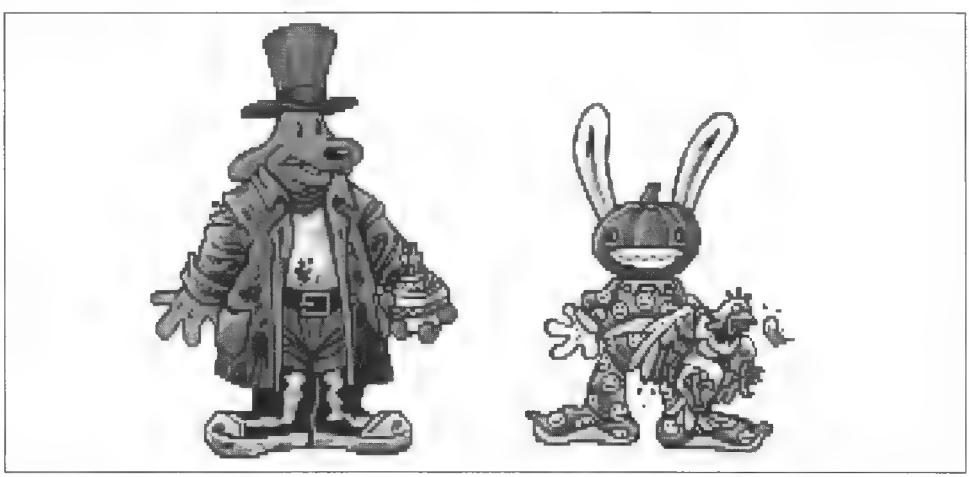
There are two ways to play this game. One is to use golf balls to hit the various targets on the miniature golf course and see what happens. Click with "use" icon on the ball bucket and your cursor should become crosshairs. Your cursor becomes a golf flag anytime it's in an area Sam can hit with a golf ball. Move the flag where you want the ball to land, then left click. Now click on the "swing" button.

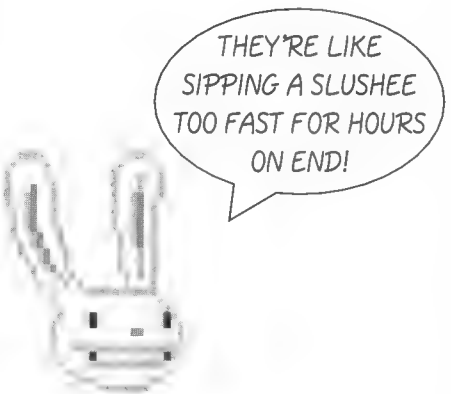


With the other variation, you are trying to attract gators for a specific purpose. Here you must provide your own gator lure, and use the golf flag to select a spot in front of the gators where you want them to swim. Otherwise, game play is exactly the same.

CAR BOMB™ *Snuckey's spin rack*

This game is played just like that stupid strategy board game you used to play with your kid brother. First click on a car and drag it over to the left-





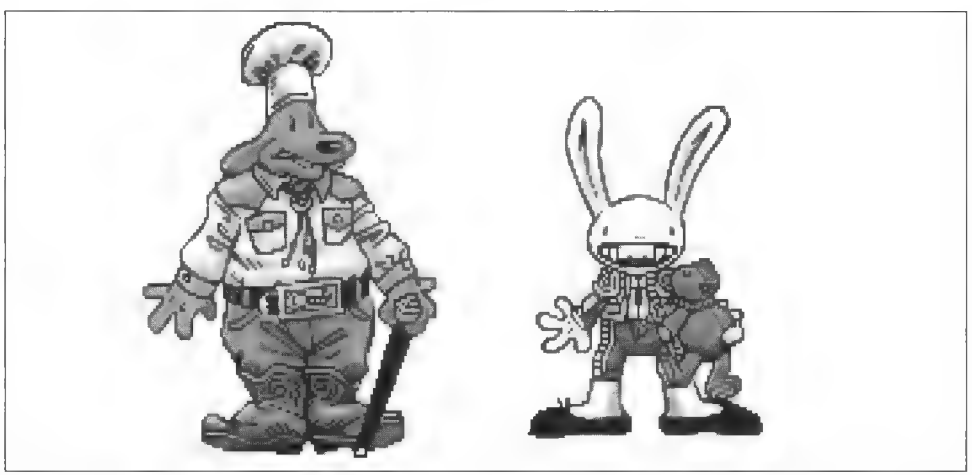
hand grid on the bottom. Cars can be rotated 90° by clicking the right mouse button. Place the rest of your cars in the same manner. You also have trampolines to place. These are single squares that are "parked" in the same area as your cars, and, when placed, will bounce your opponent's bombs back to their home territory. Now pick your bombs—either the conventional bombs to the left which take out one square, or one of the two nukes on the right, that take out nine squares. Place your bombs on the top grid where you think Max's cars are.

SAM & MAX DRESS-UP BOOK™ *Snuckey's spin rack*

Here are lovable but naked Sam & Max, waiting for YOU to provide them with their new wardrobes. Click on either the left or right arrows, then click on the wardrobe item(s) you want Sam or Max to wear. Click on the arrow again to see how they look. If you want to change clothes, click again on the item of wardrobe you wish to discard, then pick out your new clothes.

MAX'S WAX PAINT BY NUMBERS BOOK™ *Snuckey's spin rack*

Click once to see Max's crayon box. Move the crayon's tip over the color you want to use, then click to select that color. Now move your crayon to the area you want to color, and click there. If you want to move the box to reveal other parts of the picture, click on the center of the box to turn it into an icon, then move the icon to a new part of the picture. Click on the crayon lid to quit. Continue the coloring process until you have created a masterpiece, then frame your monitor, take it to a gallery and sell it for BIG BUCKS! (Sam & Max make no guarantee as to the marketability of such a dubious item. In fact, they think it's a dumb idea.)



Game Designed by Sean Clark, Mike Stemmle, Steve Purcell, and Collette Michaud

Based on Characters Created by Steve Purcell

Programmed by Sean Clark, Mike Stemmle, Livia Mackin,and Jonathan Ackley

Lead Background Artist: Peter Chan

Background Art: Peter Chan, Paul Mica, Steve Purcell, and Lela Dowling

Animators: Lela Dowling, Jesse Clark, Collette Michaud, Steve Purcell, and Larry Ahern

Art Technicians: Mike Levine and Jesse Clark

3D Art: Ron Lussier and Ralph Gerth

Music by Clint Bajakian, Peter McConnell, and Michael Z. Land

Digital Effects Editing by Jonathan Ackley

Lead Tester: Jo "Captain Tripps" Ashburn

Testing Supervisor: Mark Cartwright

Testing by Chip Hinnenberg, Brett Tosti, Dan Connors, Wayne Cline, Matt Forbush, Dana Fong, Chris Snyder and Doyle Gilstrap

SCUMM Story System by Ron Gilbert, Aric Wilmunder, Brad P. Taylor, Vince Lee, Sean Clark, and Mike Stemmle

*i*MUSE™ Music System by Michael Z. Land and Peter McConnell

Voices Produced and Directed by Tamlynn Barra

Voice Technology by Aric Wilmunder

Produced and Directed by Sean Clark and Mike Stemmle

Product Marketing Manager: Barbara Gleason

Public Relations by Sue Seserman and Camela Boswell

Product Support Manager: Khris Brown

Product Support by Mara Kaehn, Tabitha Tosti, Jason Deadrich, Andrew Nelson, and Llesllie Aclaro

International Administrator: Lisa Star

Administrative Support by Debbie Epidendio, Dawn Yamada, Lori Beck, Judy Allen, Christin Buhlig, and Amanda Neuhoff

Distribution Manager: Meredith Cahill

Package Design by Steve Purcell and Moore & Price

Illustrated by Steve Purcell

Manual Written by Jo "Captain Tripps" Ashburn

Manual Design by Mark Shepard

Print Production by Carolyn Knutson

Special thanks to George Lucas

This manual assumes that you are using a joystick or mouse. See your reference card for keyboard equivalents.

We have your fingerprints, DNA scan and urine sample on a CD, so don't even contemplate giving this game away....



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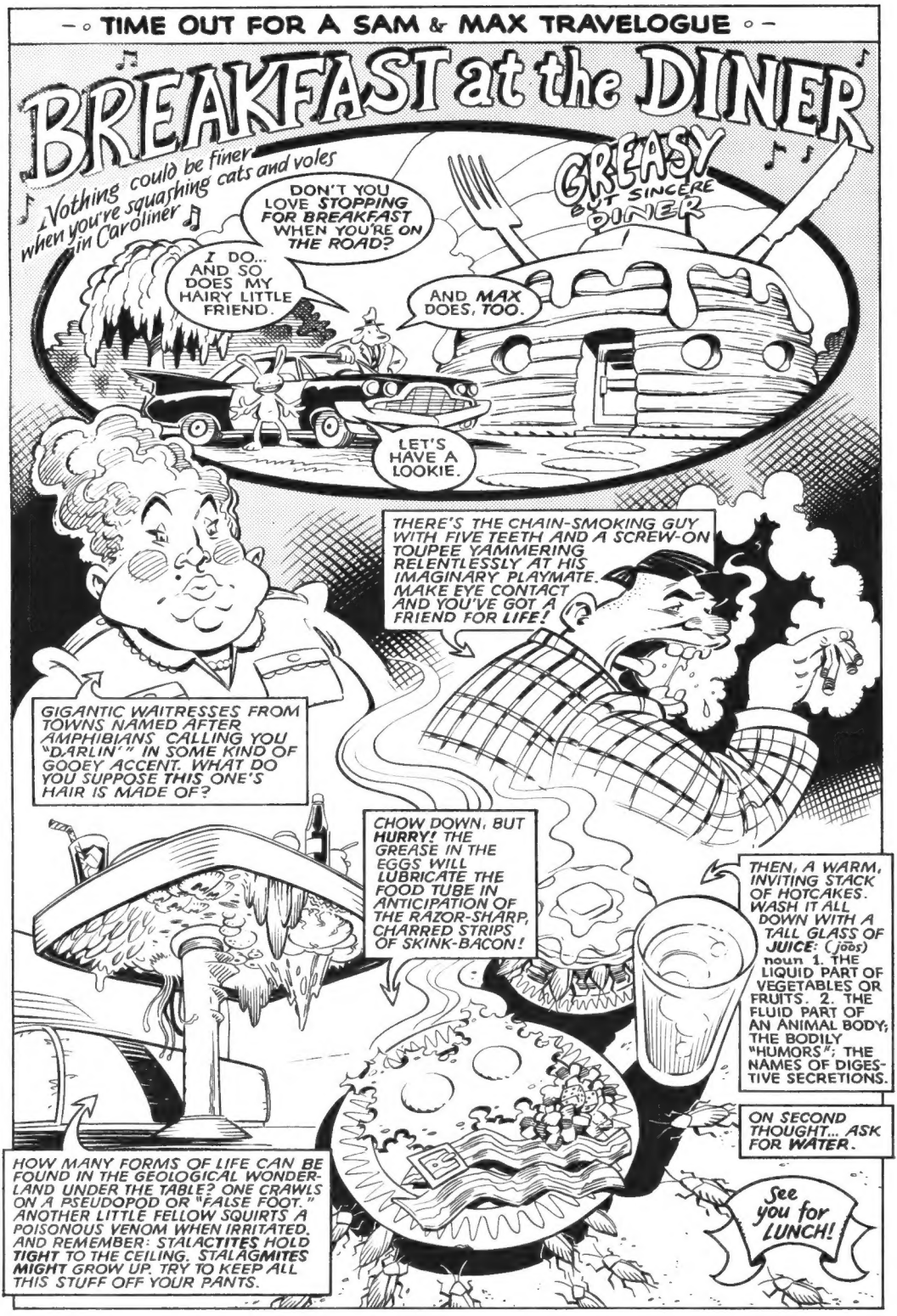
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LucasArts Entertainment Company,
P.O. Box 10307, San Rafael, CA 94912.

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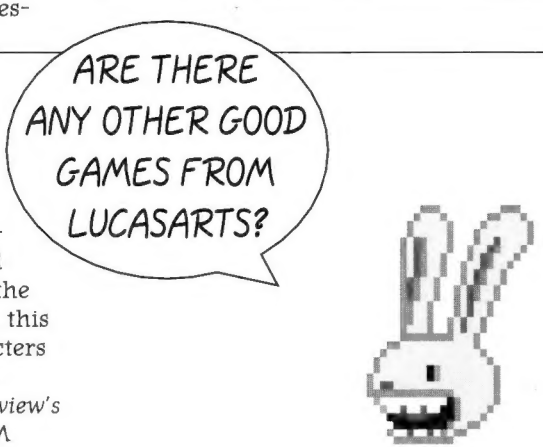

TIME OUT FOR A SAM & MAX TRAVELOGUE
BREAKFAST at the DINER
♪ Nothing could be finer when you're squashing cats and voles in Caroliner ♫
GREASY BUT SINCERE DINER
DON'T YOU LOVE STOPPING FOR BREAKFAST WHEN YOU'RE ON THE ROAD?
I DO... AND SO DOES MY HAIRY LITTLE FRIEND.
AND MAX DOES, TOO.
LET'S HAVE A LOOKIE.
THERE'S THE CHAIN-SMOKING GUY WITH FIVE TEETH AND A SCREW-ON TOUPEE YAMMERING RELENTLESSLY AT HIS IMAGINARY PLAYMATE. MAKE EYE CONTACT AND YOU'VE GOT A FRIEND FOR LIFE!
GIGANTIC WAITRESSES FROM TOWNS NAMED AFTER AMPHIBIANS CALLING YOU "DARLIN'" IN SOME KIND OF GOOEY ACCENT. WHAT DO YOU SUPPOSE THIS ONE'S HAIR IS MADE OF?
CHOW DOWN, BUT HURRY! THE GREASE IN THE EGGS WILL LUBRICATE THE FOOD TUBE IN ANTICIPATION OF THE RAZOR-SHARP, CHARRED STRIPS OF SKINK-BACON!
THEN, A WARM, INVITING STACK OF HOTCAKES. WASH IT ALL DOWN WITH A TALL GLASS OF JUICE: (jōōs) noun 1. THE LIQUID PART OF VEGETABLES OR FRUITS. 2. THE FLUID PART OF AN ANIMAL BODY; THE BODILY "HUMORS"; THE NAMES OF DIGESTIVE SECRETIONS.
ON SECOND THOUGHT... ASK FOR WATER.
HOW MANY FORMS OF LIFE CAN BE FOUND IN THE GEOLOGICAL WONDERLAND UNDER THE TABLE? ONE CRAWLS ON A PSEUDOPOD OR "FALSE FOOT." ANOTHER LITTLE FELLOW SQUIRTS A POISONOUS VENOM WHEN IRRITATED. AND REMEMBER: STALACTITES HOLD TIGHT TO THE CEILING, STALAGMITES MIGHT GROW UP. TRY TO KEEP ALL THIS STUFF OFF YOUR PANTS.
See you for LUNCH!



Not sure what to do with Jesse James' severed hand? Can't find Doug, the Mole Man? The puzzles in the Mystery Vortex are giving you a headache? Losing sleep over what to do next?

What you need is an official *Sam & Max Hit the Road Hintbook*, the book with all the answers to these burning questions. Bonus: built-in cartoon flip book and more *Sam & Max* comics.

Call 1-800-STAR WARS to order. Emergency hints given on our LucasArts Hint Line 1-900-740-JEDI at just 75¢ a minute (callers MUST be over 18 or have their parents permission before calling).



If you loved *Sam & Max Hit the Road*, be sure to look for the hilarious interactive cartoon *Day of the Tentacle*,™ the whacked-out sequel to *Maniac Mansion*.™ Dr. Fred Edison's mutated purple tentacle is out to take over the world and only *you* can stop him. Inspired by the classic cartoon style of Chuck Jones, this cartoon world and its crazed characters set a new standard in graphics and sound. Winner of *Computer Game Review's* **Triad Award.** For the IBM and IBM CD-ROM. (The enhanced CD-ROM "Talkie" version... a must have!)

For the **"I LOVE INDY"** fan, *Indiana Jones® and the Fate of Atlantis*™ will have you gripping your mouse with sweaty excitement. This award-winning graphic adventure is the largest, most complex game from LucasArts. The IBM CD-ROM "Talkie" version has over 8,000 lines of dialog spoken by professional actors; with multiple pathways and over 200 locations. For the IBM and IBM CD-ROM.

Both *Day of the Tentacle* and *Indiana Jones and the Fate of Atlantis* are available now at your favorite retailer or call 1-800-STAR WARS.